Tom Clancy's
GHOST RECON
JUNGLE STORM
TEEN
CONTENT RATED BY ESRB
ONLINE
BROADBAND ONLY
Red Storm ENTERTAINMENT
UBISOFT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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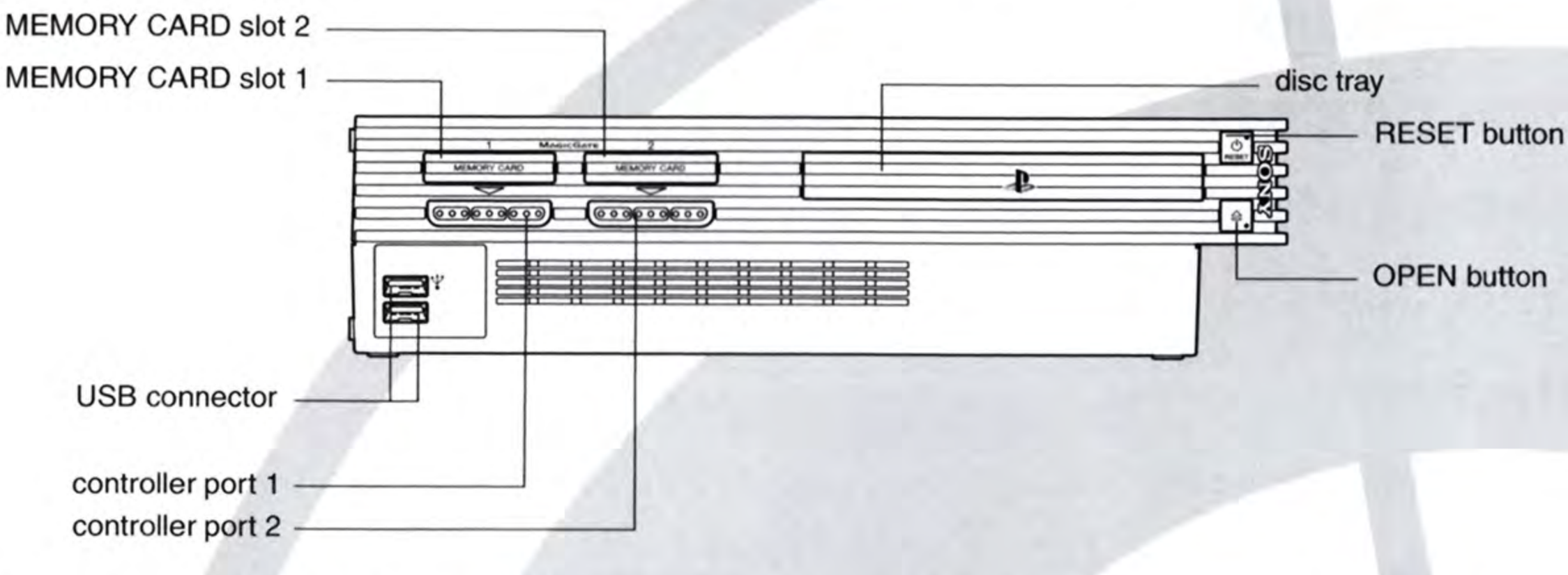
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Tom Clancy's Ghost Recon™: Jungle Storm™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Online Play

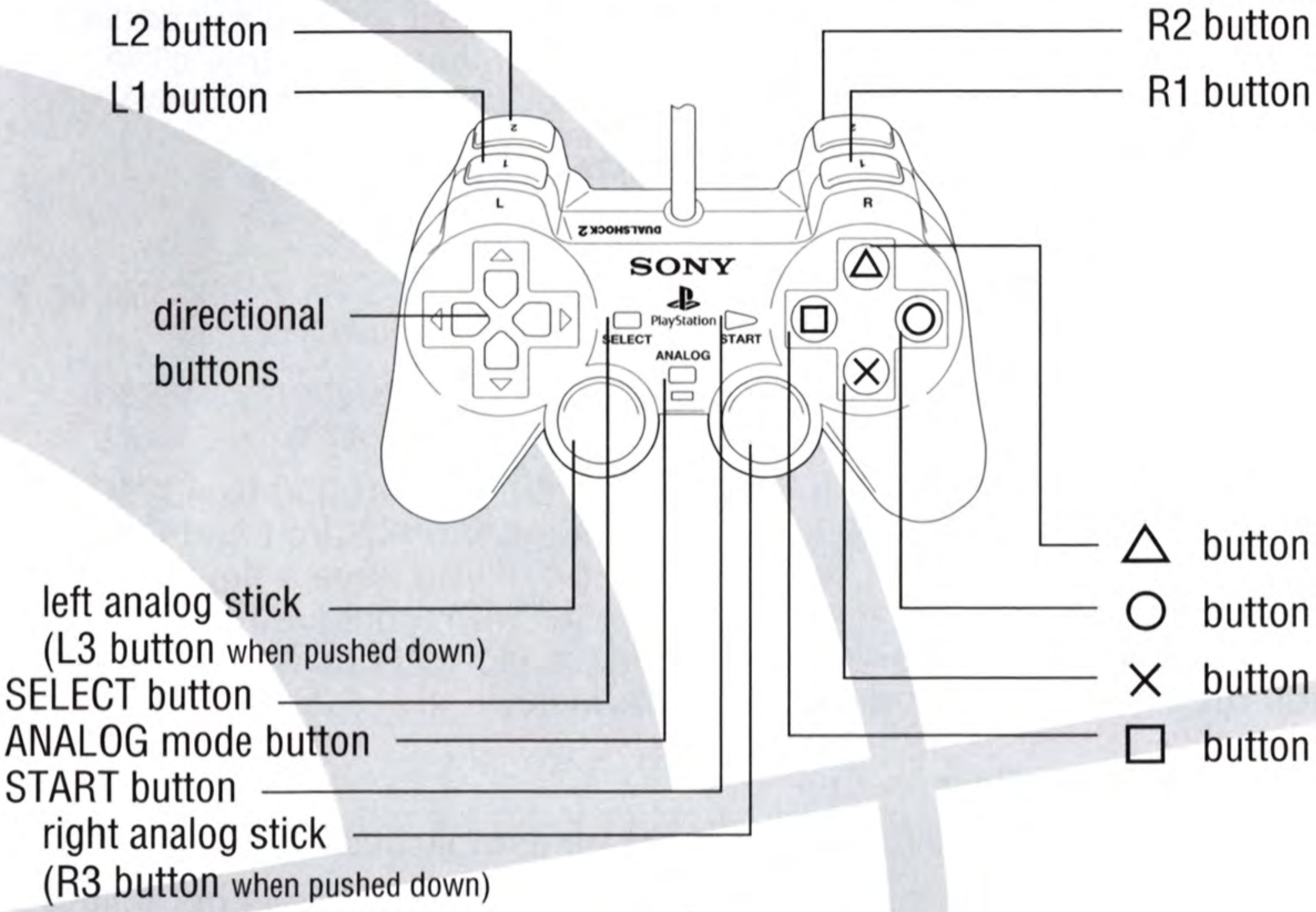
A memory card (8MB) (for PlayStation®2) is required to play Tom Clancy's Ghost Recon: Jungle Storm online. Before playing online, a valid network configuration must be saved to the memory card (8MB) (for PlayStation®2) using the Network Adaptor Start-Up Disc.

USB HEADSET (OPTIONAL)

The USB headset allows you to issue voice commands to your Ghost teammates during gameplay and talk to other players in the Lobby and Debrief/Rank screens in online mode. This is an optional feature and is not required to enjoy the game.

The USB headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation 2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

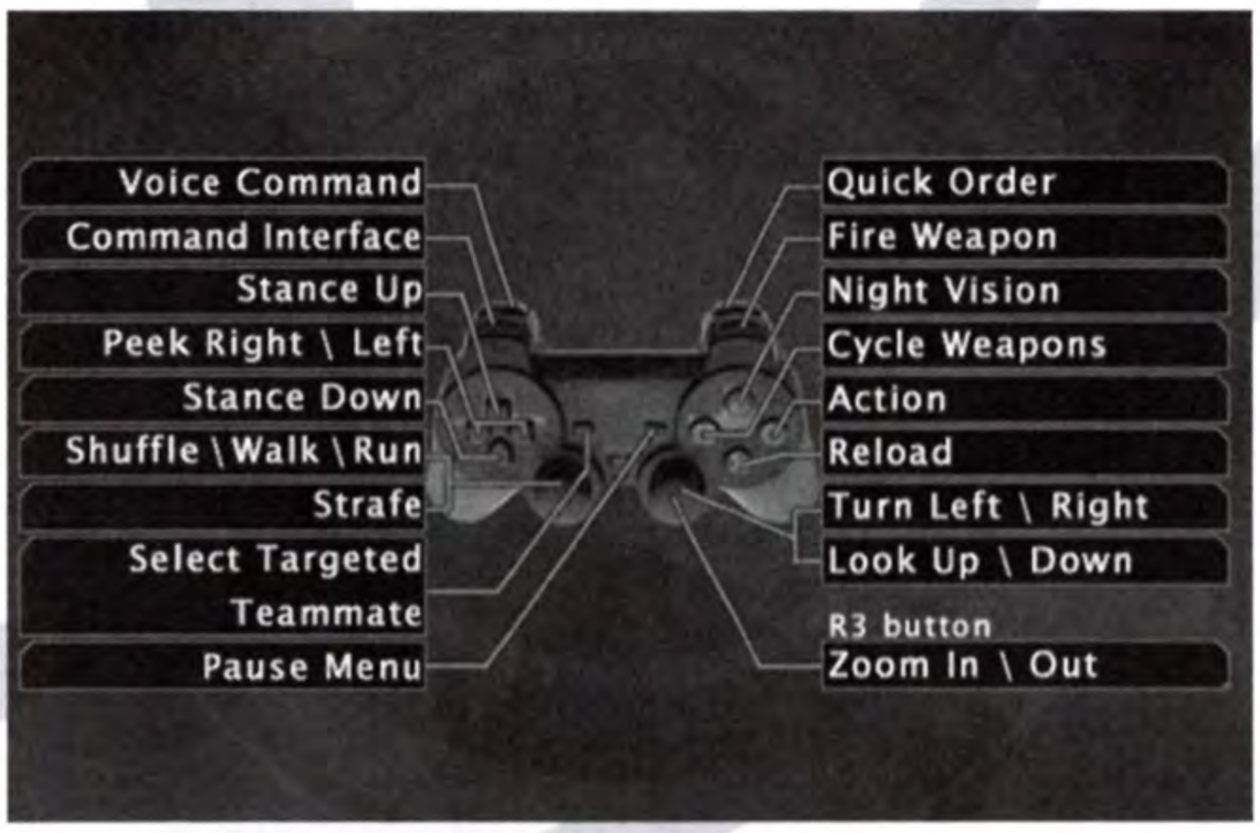
DUALSHOCK®2 ANALOG CONTROLLER



BASIC MENU CONTROLS

- Press the L1 button / R1 button to browse or cycle through the different options where applicable.
- Press the ⊗ button to select and go to the next screen, or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

GAMEPLAY CONTROLS



These are the basic commands for the default controller configuration (controller setting 1).

SETTING UP FOR ONLINE PLAY (OPTIONAL)

Set up your PlayStation 2 computer entertainment system to connect over the Internet. Tom Clancy's Ghost Recon: Jungle Storm Online functions only through a broadband (DSL or cable modem) connection.

NETWORK ADAPTOR (ETHERNET/MODEM) (FOR PLAYSTATION®2)

Install the Network Adaptor (for PlayStation®2) into your PlayStation 2 system according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord on your PlayStation 2 system before adding any networking equipment to the system.

Ports from number 10070 to number 10080, from 40000 to 40200, 41005, 41006, 44000, 45000 and port number 6667 are used (in both UDP and TCP protocols) by the game. So, if you have a firewall, you must open these ports. If you use a router with a unique IP address, and you want to create rooms and games (so you can host a server), you must route these ports to your console.

Troubleshooting

If a connection to the network cannot be established:

- The MAIN POWER plug for the PlayStation 2 console is not fully inserted into the MAIN POWER socket. Check that the MAIN POWER plug is fully inserted into the MAIN POWER socket.
- The Network Adaptor (for PlayStation®2) is not properly installed in the console. Check that the Network Adaptor (for PlayStation®2) is properly installed in the console.
- The network is busy. Wait a few minutes, and then try to access the network again.
- Check that the network cable is properly connected.

QUICK STARTS

SINGLE PLAYER GAMES

Select Single Player from the Main Menu.

To Start the Training or the Tactical Exercises

Before you get into the action, you have to train your squad. Select Training from the Single Player menu.

You can also try the Tactical Exercises in order to improve your skills.

To Start a New Campaign

Select Campaign from the Single Player menu.

Select the campaign you would like to play (Island Thunder™ or Jungle Storm).

Select Difficulty and set the desired difficulty level.

You will be taken to the Briefing screen for the first mission in the campaign.

To Start a New Quick Mission

Select Quick Mission from the Single Player menu.

Select the Map Group in which you wish to play a mission.

Select the Mission you wish to play.

Select Difficulty and set the desired difficulty level.

Select Game Type and choose the type of mission you would like to play.

You will then be taken either to the Briefing screen for the mission, or to the Platoon Setup screen, depending on the type of mission you are playing.

SPLIT SCREEN GAMES

To Start a Split Screen Mission

Select Split Screen from the Main Menu.

Player 1 can set the options for the game session.

Player 1 should select Proceed, and both players will be taken to the Platoon Setup screen.

More information on the split screen game can be found in the Split Screen section.

ONLINE GAMES

To Start or Join an Online Game

Make sure your PlayStation 2 computer entertainment system is properly configured for online play.

Select Online from the Main Menu.

The first time you play online, you will have to create your Network Configuration file. Your configuration depends on your Internet access provider.

You will also have to create your account via ubi.com™. If you already have a ubi.com account, enter the information and save it to your memory card (8MB) (for PlayStation®2), so you will be able to use it directly the next time you play online. You can also modify your account, change your name, or remove an account. For more complete information, please visit ubi.com.

Once you are logged in, you can choose to join an existing session by selecting either Quick Join or Join Game.

If you wish to start a session instead, select Create a Game.

More information on online play and online game modes can be found in the Online section.

THE STORY

ISLAND THUNDER

The year is 2010, and great changes are afoot in Cuba. Fidel Castro's heirs have been unable to keep the fire of his revolution burning, and a popular uprising has toppled the Communist regime. In its wake, a fragile hope for democracy emerges. The interim president promises free elections and requests international assistance to safeguard those elections. For there are those in Cuba who do not want to see a democratic regime, and they will do anything it takes – subversion, violence, or open revolution – to make certain that Cuba's future is the one they create for it.

From the midst of chaos, the call goes out for the Ghosts. Their mission: to ensure the integrity of the Cuban elections by thwarting any attempts made to subvert them. And as a violent revolution, funded with drug money, brews in the western provinces, it becomes clear that this might be the Ghosts' most dangerous mission yet.

JUNGLE STORM

In the wake of the events of Island Thunder, Cuba settles into a fragile new state of normalcy. The victorious presidential candidate declares an amnesty, and most former FDG (La Frente Democrática de la Gente or The People's Democratic Front) members accept, laying down their weapons. However, all is not entirely well. Even as UN peacekeepers leave the island, former FDG operatives reveal in debriefings that their organization's links to Colombian narco-terrorist operations run deeper than anyone suspected. Ariel Priego's backers are unhappy with the turn of events in Cuba and are regrouping in anticipation of making another try at seizing power in Havana.

Meanwhile, the always-precarious situation in Colombia explodes. A fragile ceasefire between guerrilla groups and the right-wing paramilitaries collapses in a flurry of gunfire and car bombings. Explosions rock major Colombian cities, and government troops seem unable to stop the violence. The United Nations declares a humanitarian disaster as the entire country is caught in the crossfire, and at the request of the Colombian government, peacekeeping forces are sent in. Most of them are assigned to safeguard major cities and transportation centers and to ensure stability in populated areas.

The Ghosts, on the other hand, get something a little more interesting to do. Colombian intelligence, working with its Cuban counterparts, has discovered that the driving force behind the new wave of violence is the same group that supported Priego. What started as a domestic crisis in Colombia now has international implications. The Ghosts, with the blessing of the Colombian and Cuban governments, are tasked with a deadly assignment: Go into the Colombian interior, find the source of the uprising, and eliminate it.

FILE SELECT SCREEN

Once you have powered up your PlayStation 2 computer entertainment system and inserted the Tom Clancy's Ghost Recon: Jungle Storm disc, the File Select screen will appear. If this is the first time you have started Tom Clancy's Ghost Recon: Jungle Storm, you will have to create a profile.

The profile contains information about what tasks you have completed and what rewards you have unlocked as a result.

You must have a profile created and selected in order to play Tom Clancy's Ghost Recon: Jungle Storm.

MAIN MENU

Once you have created your profile, you will be taken to the Main Menu. There you can choose between single player, split screen, or online play; go to the Options menu; or take a look at the credits.

SINGLE PLAYER MAIN MENU

If you choose the single player experience, the Main Menu will appear on-screen. It will present you with the choices detailed below.

TRAINING

Choose this option to play through the seven training missions. These missions will familiarize you with the controls and teach you how to control your teammates in the game.

TACTICAL EXERCISES

Choose this option to play through the five tactical exercises. These short missions will teach you some basic combat skills. The better you get at these, the better you'll be at playing the actual game and the more fun you'll have.

CAMPAIGN

Choose this option either to begin a new campaign or to load a previous campaign so that you can resume it where you left off.

Campaign mode in Tom Clancy's Ghost Recon: Jungle Storm lets you play the missions in order from start to finish. As you advance in Campaign mode, you build up the stats of your soldiers by assigning them combat points. Combat points are rewards given to soldiers for accomplishing missions. Furthermore, as you accomplish special tasks through the course of the campaign, you can unlock the hero (also known as specialist) characters, who increase the capabilities of your platoon through the use of new weapons and heightened skills.

QUICK MISSION

Choose this option to play through the maps of Island Thunder or Jungle Storm in different play styles, including Mission, Firefight, Recon, and Defend. Once a mission is completed in a campaign, it will become available as a quick mission.

Mission

The Mission quick-mission type allows you to play through the map in the mission that you would find in the campaign. The Mission type is also the only quick-mission type that will give you a briefing for the mission.

Firefight

In a Firefight mission, your squad is pitted against enemy forces spread throughout the map. Your goal is to eliminate all enemy soldiers. You can take a full squad with you, but for an added challenge, try taking on the enemies by yourself. The number of enemies you will face depends on your difficulty setting.

Recon

Recon mode is similar to Firefight, with enemies scattered across the map. The difference is that your goal is to get all your team members to an extraction zone on the other side of the map without losing any of them.

Defend

On a Defend mission, you will need to defend the area you start at (also known as your "base") against incoming waves of enemies. If any of the enemy soldiers gets into your base, you will lose the mission.

STATISTICS

Choose this option to check your game progress.

BRIEFING SCREEN

The Briefing screen is broken up into two main sections. To the left is the briefing text itself. This is a transcript of the audio briefing you will hear. To follow along in the text, simply highlight the text box by using the L1/R1 buttons and press the up/down directional buttons or left analog stick to scroll through the text. Using the left analog stick will allow you to go to the objectives or to select Proceed to continue on past the briefing.

On the right side is mission information. This includes a map of the area, showing the location of every objective on the mission. The map will cycle through each objective, showing pictures of each one. The text for each objective can be found below the map. In addition, you can see the date, time, weather, and location for each mission, giving you some idea of what you'll be facing.

PLATOON SETUP

After you review the Briefing screen, you will need to set up your platoon properly to complete the mission successfully. Pay close attention to the briefing, as some missions will require you to take along M136 anti-tank rockets or demolitions charges with your demolitions specialists. If a mission requires either one, you will not be allowed to start gameplay until you have assigned at least one demolitions expert with the appropriate equipment.

Every mission has a recommended platoon setup that you can take along if you don't wish to customize your platoon. Selecting Unassign All removes all soldiers from the platoon, allowing you to start from scratch.

SELECTING SOLDIERS

If you don't want to proceed with the recommended platoon, you can select and equip the soldiers individually. Highlight the soldier you want to change by using the up/down directional buttons or left analog stick, and choose a new one among those available by using the left/right directional buttons or left analog stick. All the soldiers are represented by a set of horizontal icons. There are four different icons that indicate the class of the soldier. Each class dictates what weapon kits they can use.

As you cycle through the soldier icons, the right-hand side of the screen will update to show you information about each soldier. You will then be able to set up the equipment you wish him to take into the mission, and to assign any combat points that soldier may have available. If you wish to play with fewer than six soldiers, you can choose the empty icon. You can get more information on the soldiers by pressing the ◎ button.

SELECTING KITS

Once you have selected a soldier, you can change his weapon kit by pressing the L1/R1 buttons and cycling with the left/right directional buttons or the left analog stick in the Kit box. You can get more information on the weapons by pressing the ◎ button.

SOLDIER SKILLS AND COMBAT POINTS

Every time a soldier lives through a mission, he earns one combat point that you can use to raise one of his skills. Each skill has a separate effect on gameplay.

- The **Weapon** skill determines how fast the reticle pips converge and how stable they stay, making for better accuracy and allowing soldiers to recover from recoil faster.
- The **Stealth** skill determines how difficult it is for enemy soldiers to detect that soldier. The higher a soldier's Stealth rating, the closer he can get to enemy soldiers before being detected.
- The **Endurance** skill reflects how many wounds a soldier can take

before becoming incapacitated. Remember, however, that one shot in the right place can incapacitate a soldier regardless of how high his Endurance rating is.

- Finally, the **Leadership** skill affects all of the soldiers on the platoon. For every three units of Leadership points a soldier has, there is a one-unit increase in the Weapon and Stealth skills for the other soldiers on his team.

To raise a skill with a combat point, select the appropriate skill and press the left/right directional buttons or the left analog stick. Once a soldier goes on a mission, his combat points are locked and cannot be reassigned.

You can get more information on the skills by pressing the ◎ button while you are in the Stats frame.

Once you have assigned combat points and kits, and are satisfied with your platoon assignments, select GO! to launch the mission.

ACTION INTERFACE

MOVEMENT AND LOOKING

To move around in the environment, simply use your movement control (defaults to the left analog stick). This will let you go forward, backward, or sideways.

You do not need to look in the direction you are currently traveling in. To move your reticle (see below for what your reticle does), use your reticle control (defaults to the right analog stick). This lets you aim. The further you push the reticle control to one side, the faster your view moves.

ACTION INTERFACE ELEMENTS

Reticle

In the center of the screen is your targeting reticle. The reticle shape will change according to what weapon you have selected. The pips in the reticle will expand and contract depending on what actions you take. Movement, changing stance, and firing will all cause your reticle to bloom out. When you fire, the pips on the reticle define the target area for your bullet. The smaller the reticle, the more accurate your shot will be.

To zoom in with your weapon, press the R3 button. To zoom back out again, press it again. The sniper weapons have two levels of zoom:

Press the Zoom button once to have the first zoom level, twice to have the higher zoom level, and one more time to remove it.

Enemy Fire Indicator

In combat, you will see red indicators flash around the reticle. These indicate the direction of gunfire. If they are on top of the reticle, guns are being fired in front of you. If they are below the reticle, guns are being fired behind you. If they are on either side of the reticle, guns are being fired in that direction.

Zoom Indicator

This indicator shows the current zoom level of your weapon.

Threat Indicator

This indicator tells you the direction in which enemies are located. The outer circle of the threat indicator will turn yellow to indicate that enemies are far away in that direction. There is probably no immediate danger, but you know where to go if you are looking for action. The middle section will turn orange when enemies are close by. You will probably be in danger if they notice you. The center will turn red if an enemy is within 40 meters of your location. Find him quickly if you want to survive!

On the periphery of the threat indicator, you can see North (the letter N), the direction of your next waypoint if you have defined a path to your team (a dot whose color matches your team's), or your next objective (an objective number).

Visibility Indicator

This indicator becomes more transparent according to the player's visibility, depending on the character's stance, his speed, the ground light, and the surroundings.

Health/Stance Indicator

This indicator changes color according to the health of your currently selected soldier. Green means he is healthy, yellow means he is wounded, and a cross means he is dead. In addition, the silhouette's pose quickly lets you know whether the soldier is standing, crouched, or prone.

Team/Class Indicator

This indicator tells you what class of soldier you are currently controlling. The class icon matches the icons in the Platoon Setup screens. In addition, it tells you whether your soldier is on Alpha or Bravo team.

Kit Indicator

This indicator shows you what your currently active weapon is. In addition, it shows the maximum zoom of the active weapon.

Ammo Count Indicator

The first number in this indicator shows how many rounds you have

left in the current clip. The second number shows the total number of clips you are carrying. Some items do not come in clips, and as a result will only show the first number. On Recruit setting, some weapons have an infinite amount of ammo. If this is the case, the clip count will simply be a "-".

ROE Indicator

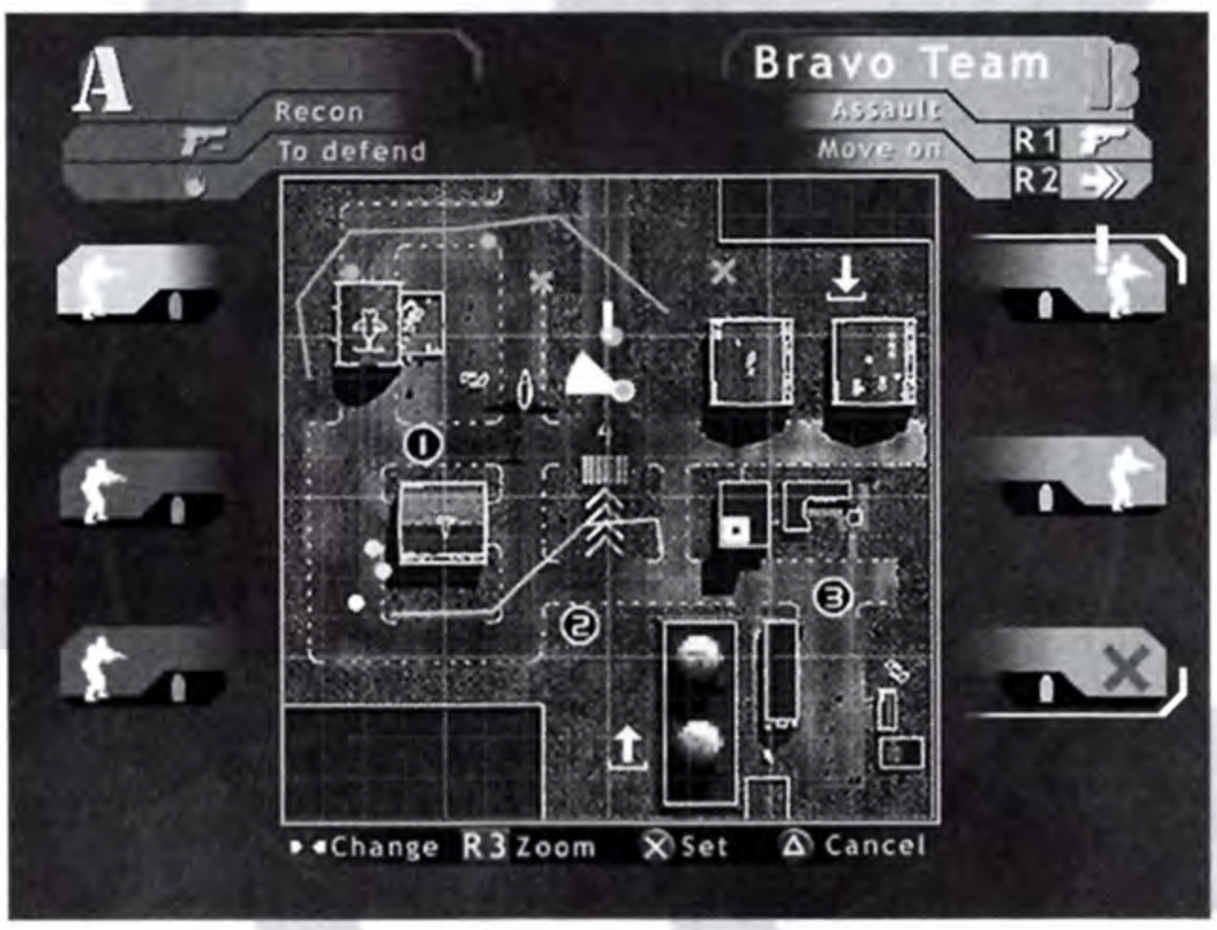
This indicator shows the current Rule Of Engagement (ROE) set for your team. For more information on the ROE, please refer to the ROE section below.

Quick Order

While you directly control one fireteam as its leader, you can also give a simple Move order to the other fireteam. Press the Quick Order button (defaults to the R2 button) when the reticle is over the point you want the second fireteam to move to.

Note that this Quick Order will overrule all other waypoints, and the fireteam's ROE will be automatically set to Advance.

COMMAND INTERFACE



You can call up the Command Interface any time in the game by pressing and holding the L1 button.

The team selected by default is the one that was not controlled in the action phase. Use the left analog stick to switch from one team to another.

COMMAND MAP

The Command Map allows you to order teams around. Moving the right analog stick moves the cursor around the map. You can then place a waypoint on the map to indicate a location that your soldiers will move to.

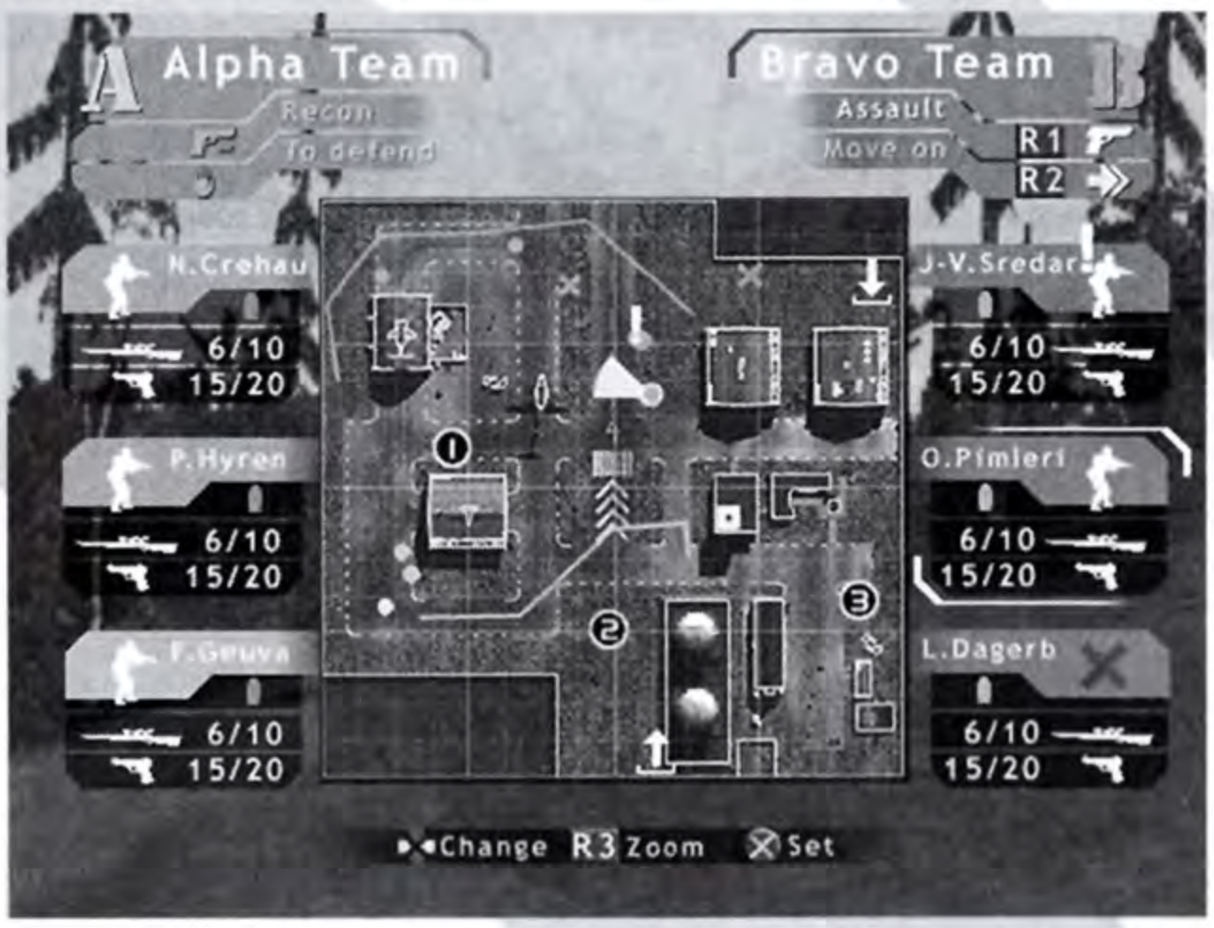
Waypoints are points on the map you wish a team to travel to or through. You can string several waypoints together to set a path for a team. They are placed by pressing the ⊗ button. When a waypoint is set, you will see a path appear from the currently selected team to the waypoint.

If you do not like the location of a waypoint, pressing the △ button will delete the last placed waypoint.

You can choose to set your team in a given direction by pressing and holding the ⊗ button; a fire arc will then appear. Simply make it move with the right analog stick to the direction you want.

If you want to get more precise as to where you are placing waypoints, simply press the R3 button as if you are zooming in with a weapon. This will zoom in your view of the map. To zoom back out, press the R3 button again.

CHARACTER SELECTION



While in the Command Map, you can select another teammate with the left analog stick. You can see each soldier that you selected in the Platoon Setup, with his class, weapon, ammunition, health, and stance information.

To switch from one soldier to another, use the left analog stick. To validate your choice, press the ⊗ button.

You can also select another soldier directly while in the action phase by targeting him and pressing the SELECT button.

RULES OF ENGAGEMENT (ROEs)

You can set the ROEs for each fireteam (use the left/right directional buttons to change teams). Simply press the R1 button to cycle through available combat ROEs, and the R2 button to cycle through available movement ROEs.

Combat ROEs

A team's combat ROE determines how often and carefully it fires.

- **Recon:** A team on Recon will not open fire on all enemies that they see. They will return fire if fired upon or engage enemies directly in their path. When possible, soldiers on Recon will use silenced weapons.
- **Assault:** A team on Assault will carefully pick their shots. They will only fire if they can see an enemy and will stop firing as soon as they no longer see a threat.
- **Suppress:** A team on Suppress will fire at any place that they suspect an enemy to be. They will continue to fire at an area for a few seconds even after an enemy disappears.

Movement ROEs

A team's movement ROE determines how their movement is affected by combat.

- **Hold:** A team on Hold will not move until taken off Hold. They can still be given orders, but will not move to accomplish those orders unless you take them off Hold.

- **Advance:** A team on Advance will move normally until they take fire. Once they are in combat, they will revert to Hold. To get them to move again, you will need to take them off of the Hold ROE.
- **At All Costs:** A team set to this movement ROE will continue to advance along its path, whatever the costs. They will not stop moving to engage enemies, but will engage them while moving.

PAUSE MENU

If you press the START button, you will enter the Pause menu that will allow you to choose between the following options:

Continue

Choose Continue to go back to the action.

Quick Save

Use Quick Save to make a temporary save of your progress at any time. You can use up to five saves per mission; each one will overwrite the previous save. You will lose the quick save if you restart or quit the game, as well as if you reset or switch off the console.

Quick Load

Use Quick Load to load the last quick save.

Restart

Use Restart if you wish to start the mission again from the beginning of the action.

Options

Please refer to the Options section at the end of this manual.

Handicap

Use the Handicap option to adjust the difficulty of the mission. Depending on the difficulty level you have chosen, you can also change the settings of one or several of the following parameters:

- Auto-Targeting: ON/OFF.
- Cross-Air Assistance: ON/OFF.
- Threat Indicator: ON/OFF.
- Auto-Reload: ON/OFF.

Controls

You can change your controller configuration.

Quit

Choose Quit if you want to quit the game.

SPLIT SCREEN PLAY

Split screen play allows two players to play either cooperatively or against each other on the same PlayStation 2 computer entertainment system. Simply select Split Screen from the Main Menu. Player 1 always controls the top of the screen, and Player 2 always controls the bottom of the screen.

Player 1 sets the parameters for the game:

- **Map** in which the players want to play.
- **Game Type:** Players can choose the mode they want to play, Survival (Deathmatch) or Cooperative (Mission, Firefight, Recon, and Defend). The game types are explained in the Multiplayer Game Modes section on page 17.
- **Difficulty** (for Cooperative modes only).
- **Time Limit** (for Survival game only).
- **Number** of respawns.

SOLDIER SETUP SCREEN

Once the game is set up properly, Player 1 selects Proceed, and both players are taken to the Setup screen.

In the Soldier Setup screen, each player can choose his soldier type (Rifleman, Support, Demo, or Sniper), his kit, and his controller configuration. When a player is ready, he can select GO! and press the ⊗ button. Once both players are ready, the match will start.

PLAYSTATION®2 ONLINE PLAY

Online play allows several players to play either cooperatively or against each other (from two to 8* players).

Simply select Online from the Main Menu. You will then have several options, depending on whether you would like to join an existing game or start up a new one.

**Upstream speed of at least 256 Kbps is required to host more than 6 players.*

QUICK JOIN

Use Quick Join if you want to join a game quickly with your established preferences. You will have to set up the preferences in the Quick Join Setup menu.

JOIN GAME

Choose Join Game if you want to search for current games that match the preferences you set up. You can define any of the following choices, or specify that you don't care:

- **Mode:** Choose any of the modes available per game type.
- **Type:** Choose Solo, Team, or Cooperative play.

- **Number of Players** (min/max).
- **Map**.
- **Time Limit**.
- **Respawn**.
- **Language**.

Once you have established your criteria, you can search all existing games for the ones corresponding to your choices.

CREATE GAME

If you wish to start your own game, choose Create Game. You will have to set some parameters for it. You can choose for it to be private by defining a password; you will then have to specifically invite players from your Friends List to join.

Once you have set up your preferences, you will be taken to the game lobby, where you can check on the players who are joining the game. You can choose to wait until all the players are ready to start the game, or you can force the launch.

You can also lock the room to prevent uninvited players from joining the game.

PLAYERS LIST

The Players List allows you to have a look at the players who are currently connected and to choose ones to be added to your Friends List.

RANKING

The Ranking is effective (rated game) only for players who will play in the Elite difficulty level. The Veteran difficulty level can then be considered as training.

For each game category (Solo, Team, or Cooperative), you will be able to obtain a score depending on your abilities. You will then have a Category Ranking as well as a Global Ranking.

Select the Ranking menu and then choose between the Category Ranking or the Global Ranking.

You have two ways to update your score:

- **Frag Points:** Killing enemies (Cooperative) or other players (Team and Solo). Note that the amount of points you will gain or lose depend on your rank and the rank of your opponent.
- **Objective Points:** Accomplishing the objective, which depends on the multiplayer game mode you are playing (see below).

Depending on your score, you will be able to gain access to military ranks from Private Soldier to Colonel. This rank will appear to other players as a reflection of your abilities in the game.

If you become one of the best players in your category, you may be promoted to General.

You can access the Rank Description page by pressing the ◎ button in the Soldier Setup screen.

ONLINE OPTIONS

- **Quick Join Setup:** You can set up your Quick Join preferences.

MULTIPLAYER GAME MODES

There are several different game types you can play either with or against other players. Below is a description of each game type.

COOPERATIVE GAMES

Co-op games involve you working with other players toward a common goal and against the game itself. Co-op game types include:

- **Mission:** Playing a cooperative mission game allows you and up to five friends to take on the mission just as it appears in the single player campaign.
- **Firefight:** You and up to five friends take on enemies scattered throughout the level. The number of enemies depends on the difficulty you have set.
- **Recon:** You and up to five friends must make it through enemy territory to reach an extraction zone. The mission will end when all surviving team members make it into the extraction zone.
- **Defend:** You and up to five friends must defend a base against incoming waves of enemies.

TEAM GAMES

In Team games, you join up with other players in a team. Your team then opposes other teams of players in the game, as opposed to AI enemies. The Team game types are:

- **Last Man Standing:** The last team with people alive is the winner. If time runs out with multiple teams still on the map, the game ends in a draw.
- **Search and Rescue:** There are three hostages in the center of the map. They will show up on your Command Map. The first team to bring all three hostages back to their starting base wins. Should time run out before the hostages are escorted safely, the team with more hostages returned wins. To start escorting a hostage, simply run up to the hostage and touch him. He will then follow you.
- **Hamburger Hill:** There is a zone in the center of the map. If your team is the only one to have someone in that zone, you will get one point for every second that this is the case. At the end of the game, the team with the most points wins.
- **Domination:** There are three zones spread around the map. If someone from your team can get into the zone by himself, the zone will change to your team's color. It will remain so until another team captures the zone. For every second that your team owns a zone, you will get a point. When the game ends, the team with the most points wins.

- **Siege:** The smallest team starts in a base that they have to defend. The other teams must get into the base. If an attacking team can get a team member into the base for five seconds, they win. If the defending team can hold the base until either time runs out or all attackers have been eliminated, they win.

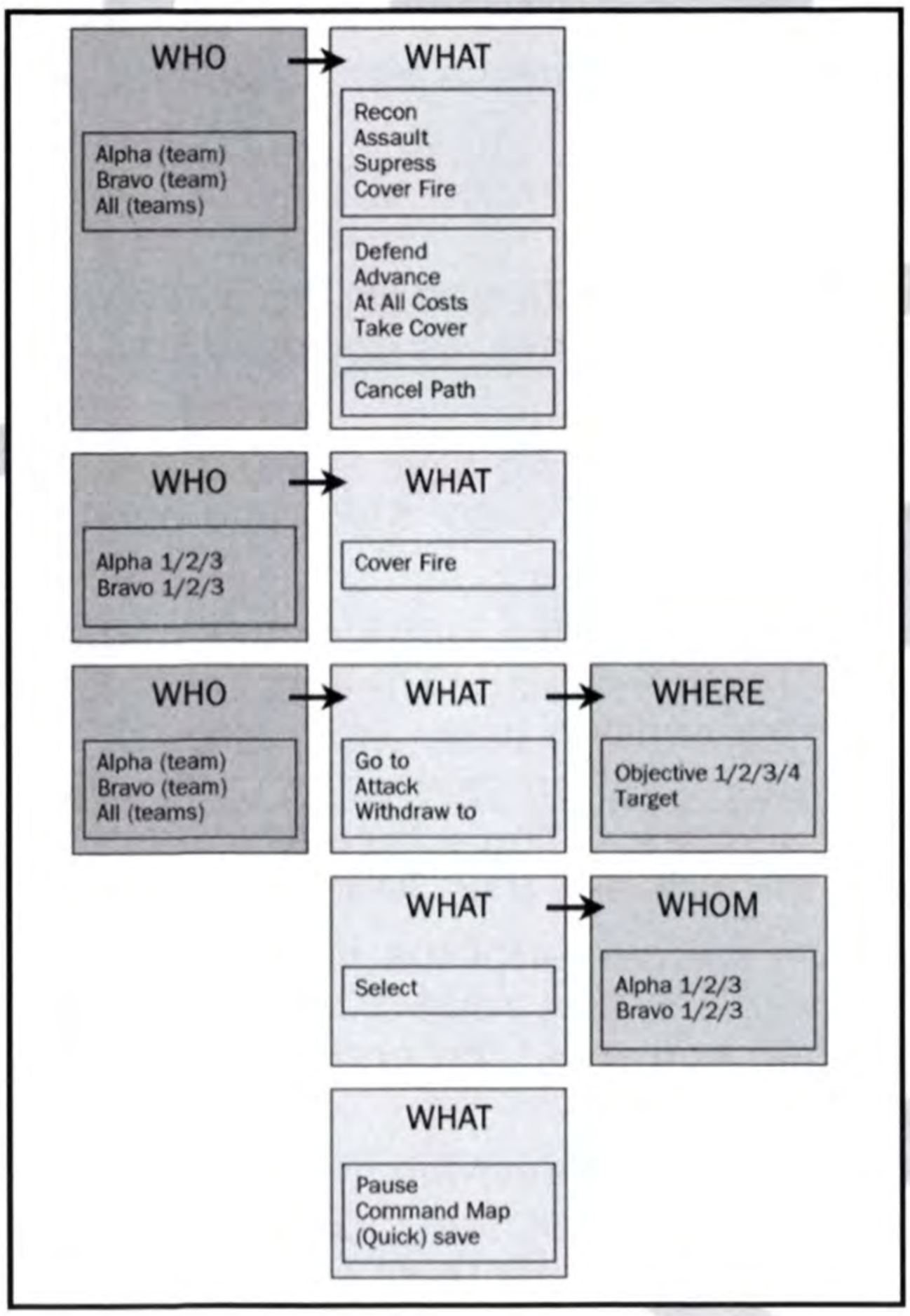
SOLO GAMES

Solo games pit you against all of the other players, with no allies.

The Solo game types are:

- **Last Man Standing:** The last person alive will win this mission.
- **Sharpshooter:** The person with the most kills (whether alive or dead) at the end of the mission wins.
- **Mouse Hunt:** All players start as "cats." The first player to get a kill becomes the "mouse." Any cat who kills the mouse becomes the mouse, while the former mouse respawns as a cat. The player who stays as the cat for the maximum time is the winner.

VOICE COMMAND DEVICE



The headset allows you to chat online, but also to give orders to your teammates in single player mode. Your sentences must be composed of one, two, or three words from the three categories Who/What/Where or Whom. Here are the combinations allowed. The words in parenthesis are optional:

To change ROEs using voice command, indicate a team and an ROE. You can then change the ROEs of the Alpha team ("Alpha" or "Alpha team"), the Bravo team ("Bravo" or "Bravo team"), or both teams ("All" or "All teams").

You can set the combat ROE ("Recon," "Assault," "Suppress") or the movement ROE ("Defend," Advance," "At all costs"). Additionally, you can ask a team to "take cover"; the team will change their movement ROE to Defend and their combat ROE to Recon.

You can also ask a team to move. Just choose a team, give them a movement order, and then give the location to go to. You can move without changing your combat and movement ROEs ("Go to"), or you can order them to Suppress + Advance ("Attack") or to Recon + At all costs ("Withdraw" or "Retreat"). You can cancel the whole path ("Cancel path"). If this path has been followed by a team, this team will stop. The location can be an objective as indicated in the map ("Objective 1," "Objective 2," etc.) or the point you are currently aiming at ("Target").

You can ask your teammates ("Alpha team," "Bravo team," "All teams," "Alpha 1," "Alpha 2," "Bravo 1," etc.) to shoot in the direction of the point you are aiming at ("Cover fire").

You can also change characters ("Select"). You then have to indicate which character you want to be by stating his team and his number ("Alpha 1," "Bravo 2," etc.), or choosing the one you are currently aiming at ("Target").

Finally, you can access some interface functions ("Pause," "Command Map," "Quick Save," or "Save").

OPTIONS

ADVANCED

- **Sensitivity:** This value influences the maximum speed of Look Up/Down and Turn Left/Right. The higher the sensitivity value is, the faster you are going to turn and look.
- **Reverse:** This reverses the orientation of your Look (Up/Down).
- **Vibration:** You can turn your controller's vibration on or off.

SOUND

Sound levels range from 0 to 10, with 0 corresponding to no sound.

- **Master:** Controls the general sound volume level.
- **Effects:** Controls the volume level of sound effects like gunfire.
- **Music:** Controls the volume level of the game music.
- **Voice:** Controls the volume level of in-game voices.
- **Surround:** Switches the Dolby® Surround Pro Logic II on or off. When this is set to off, the sound is stereo.

SCREEN

Use the directional buttons to set the center position of the game screen. Press the ⊗ button to confirm your change, or the △ button to cancel.

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Proof of Purchase

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Whenever you contact the Technical Support department, please include the **complete product title** or have it available if you are calling.

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Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure that you have the **complete product title** on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm EST (French language support is available from 7am–4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support, 3200 Gateway Centre Blvd, Suite 100, Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.

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Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

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DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L1 button:	Access Command Interface (press); Select character (hold)
L2 button:	Issue voice command
R1 button:	Fire weapon
R2 button:	Issue Quick Order
R3 button:	Zoom in/out
Up/down directional buttons:	Stance up/down
Right/left directional buttons:	Peek right/left
Left analog stick:	Shuffle/walk/run; Strafe
Right analog stick:	Turn left/right; Look up/down
SELECT button:	Select targeted teammate
START button:	Access Pause menu
□ button:	Cycle weapons
○ button:	Reload
× button:	Toggle Night Vision
△ button:	Perform Action

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